

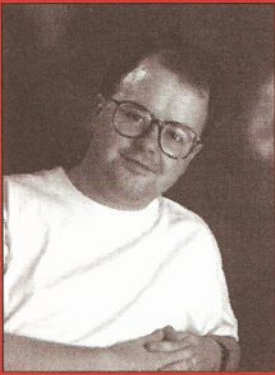
# AMIGA SHOPPER

## **Welcome to the Amiga Shopper Subscribers' newsletter!**

Quote of the month -

"If you want to annoy your neighbours, tell the truth about them."

Pietro Aretino



Richard Baguley is the Editor of Amiga Shopper. In past lives he has been a photographer, a PC support operative and a filing clerk amongst other things (although he doesn't like to talk about them).

Dear Subscriber,

As of next month, you will see some changes in *Amiga Shopper*. You'll still get the same excellent mixture of reviews and advice, but you will notice one big change: two disks on the cover. As of next month, *Amiga Shopper* will have two disks mounted on the cover, with some of the best serious Amiga software you can get hold of. On these disks you will find full commercial programs, the best PD and shareware and programs and files to help you get the most out of our Coverdisks and the ones on our sister magazine, *Amiga Format*. You will also continue to receive the *Amiga Shopper* subscriber's disk, giving you a rather groovy three disks with every issue.

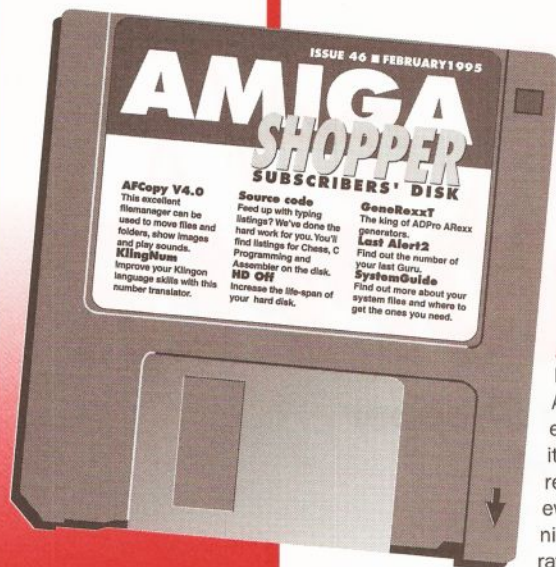
Not only that, but we will also be introducing a whole new section to the magazine, where we will be giving you extensive tutorials on some of the best programs available for the Amiga. If you want to find out how to really use a program, we're the people to show you how.

So what will this mean to you, the loyal subscriber? Apart from getting three wonderful disks with your issue of *Amiga Shopper*, that is? Nothing. You will not be asked for any more money, although the cover price of the magazine will rise to £3.95. The cost of your subscription will stay at the same competitive rate. Think of it as our way of saying "thank you" for subscribing to *Amiga Shopper*. Stick around. I think you'll like what you see.

Cheers,

Richard Baguley  
Editor





# Subscriptions

**Graeme Sandiford shows you how to use the programs on this month's exclusive subscribers' disk.**

**And on this issue's subs disk we have:**

- **AFCOPY V4.0**
- **KLINGNUM**
- **STARHAWK**
- **HD OFF**
- **WBFLASH**
- **LAST ALERT 2**
- **NOERRORS**
- **SYSTEMGUIDE**
- **XTRUDER**
- **GENEREXXT**
- **CODE**

**Future**  
PUBLISHING

## AFCOPY V4.0

If there is one thing that every Amiga-owner should have, especially ones with hard drives, it's a file manger. *Directory Opus* is recognised as the best, but not everyone can afford it. So being the nice folk that we are, we supplied a rather nifty PD alternative – *AFCopy*.

The program comes in three flavours; *AFCopy* is for use on 68000 machines such as the 500 and 600, *AFCopy\_020* and *AFCopy\_030* are for machines with faster processors like the 1200. Once the file has been decompressed and you have run the program by double-clicking on the appropriate icon, you should have a screen with two main windows.

These windows will probably contain the contents of your RAM disk. To change directory you can simply click on a DEV button, which are located beneath each window and are labelled DFO:, DF1: and so on. If you wish to copy a file or directory, then click on it once, select a destination directory, click on your source directory again and press the button marked Copy or press <c>. If you want to enter a directory just click on it with the right-hand mouse button.

The program also does loads of other stuff – have a play, or read the documentation.

## KLINGNUM

This is one for all you Trekkies out there. Yep you guessed it, this program translates numbers into Klingon. To use it from Workbench select the directory it is in then choose Show All from the Window menu, double click its icon and then enter <space> and the number to be converted. Easy. If you are really serious about learning your Klingon numbers, you can copy KlingNum into your C: directory and then type its name from Shell.

## STARHAWK

StarHawk is an *Imagine 3D* object taken from Syndesis' 3D-ROM. It's a rather well modelled spaceship with its attributes already set up. You can just load it and render, or make any changes you fancy.

## HD OFF

Hard disks can be noisy and what's more they stay on until the machine is turned off, which can also shorten your drive's life-span. Hd Off is a tiny program that turns your hard disk off and thereby stops it from spinning unnecessarily.

Using the program is easy, just follow the same procedures as with *KlingNum*. But, enter the shut off time in minutes – don't set it too low though!

## WBFLASH

This is a nice little Workbench hack. It changes the active colour of your Workbench – that's the colour the border of a window becomes when it is selected. It doesn't just change the colour to a different one, it cycles through a range. If you choose your range carefully you get quite nice relaxing effect.

## LAST ALERT 2

Last Alert2 is a very useful utility indeed. It will tell

you the Guru number of your machine after it has crashed. Once the folder has been unarchived double-click on the install icon and the files will be copied to the appropriate directories. By default Last Alert 2 will be copied to your WbStartup drawer. This means that if your machine crashes the program will be run as soon as the machine resets. It will produce a requester that informs of number of the offending Guru.

## NOERRORS

*NoErrors* is a program that has topped Barkin' Mad's PD chart for a while. It performs an exceedingly useful function – it can hide physical errors on disks from your computer.

Sometimes disks can be physically damaged and ordinarily, cannot even be reformatted properly. However, by using some kind magic *NoErrors* can format these disks. It all sounds a bit odd, but it does work. The author claims it will work on hard disks too, but I'm not brave enough to try it out!

To run the program just double-click and select the drive to be formatted.

## SYSTEMGUIDE

Most people's Workbench directories are usually full of system files that are a mystery to their owner. *SystemGuide* is an *AmigaGuide* document that lists a whole load system files.

To use it you must have either *AmigaGuide*, *MultiView* or another program capable of reading these files. The document not only outlines what the files do it also lists a source where possible. It covers a number of filesystems, libraries and devices.

## XTRUDER

*Xtruder* is absolutely not a 3D tool of any description. It is, in fact, a virus killer. Indeed, it is a virus killer with a difference. It's been written to try to stop Viruses spreading through BBSs.

It needs some manual installing though. You need to copy the libraries to your libs: directory and copy the Bootblock brainfile (can be found in the programs L: folder) to your L: directory. Once you have done that the program is ready to run. It features an ARexx port, timed checks, it can check packed files and can read archives.

## GENEREXXT

*GeneRexxT* is an exciting *ARexx* generator for *ADPro*. It's Shareware, so if you find it useful please follow the registration instructions. The program needs *ARexx* and version 2.3 or above of *ADPro*. Once the files have been extracted you need to copy two files to your C: directory; RX and HI. Once you have done that the program is ready to run.

Operation is quite straightforward and is well-documented. However if you become confused press <Help> or <right-Amiga><h>, for the help system.

## CODE

Too save your fingers, you'll find source code on the disk for our Chess, Assembly programming and C tutorials.